

ARENA OF BLOODLUST BY JESSE ROTHACHER

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BACKGROUND: A subterranean battle arena has been created by a mysterious cult in order to sate the bloodlust of an otherworldly being. Those victorious few survivors of the gauntlet are to be rewarded with a grand prize. Instead, they are sacrificed to the being so that it might feed upon their prowess and grow ever stronger. The cultists are rewarded for their offerings and work to extend their sphere of influence.

CAVERN #1:

This grand cavern is illuminated by an ornate chandelier and creates a mood of eerie calmness. Dozens of humans and humanoid creatures of various types can be found milling about and purchasing tickets for the upcoming battles. Three armed cultists block the southerly door.

Tickets can be bought for the night's events through the ticket window in **Room A**. It is staffed by a grim looking cultist, hooded and none to pleased with his assignment.

Encounters:

1. Tall, fat, and green, this Orc is a professional gladiatorial manager. He's currently scouting for new talent.
2. Lawful Cleric seeking to learn more about this cult. Very paranoid and jumpy.
3. Fragile looking Kobold with a terrible cough. He's looking to prove himself in the arena.
4. A band (2d6) of Goblins looking to buy tickets.
5. 2d4 Berserkers looking forward to cheering on their wonderful chieftian.
6. An ill-tempered Ogre who just happened to stumble into the cave. He's very confused.

CAVERN #2:

Only ticket holders are permitted to enter this room. They can purchase food and drinks here. Bets can be made in **Room B** from an odd, smiling gypsy woman. The wall barring entry into Cavern #3 is mechanically lowered.

Encounters:

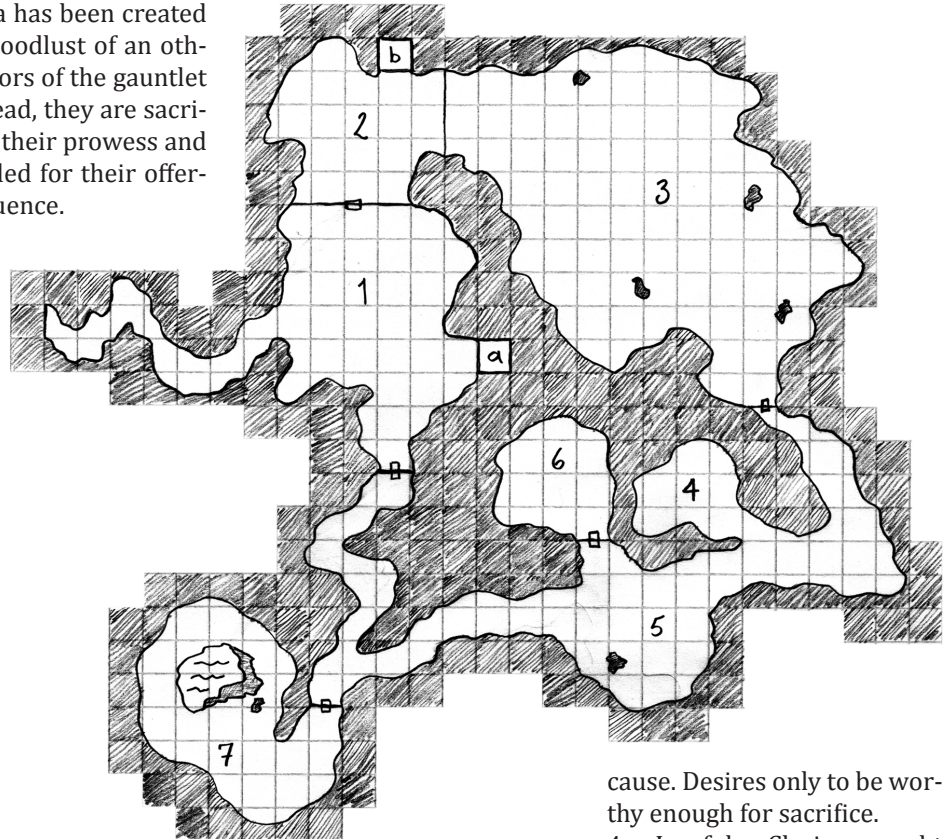
1. A thin, oily looking man is selling "gold" trinkets—he's also a known pickpocket.
2. Brother of the Orc in Cavern #1. He trains new talent.
3. Eccentric Magic-user—dressed in garish yellow robes. Intent on studying the caves and their structures.
4. Hooded cultist preaching to a small, disinterested crowd of onlookers.

CAVERN #3:

This is the grand arena. It's illuminated magically during combat. A fighting pit has been established in the center of the cavern. Blood and guts litter the floor.

CAVERN #4:

This is the holding cave for those fighters scheduled for the night's combat. They're in individual, portable cages. The floor is covered with a sickly, viscous liquid that releases vapors which causes



bloodlust and mania.

Encounters:

1. Berserker chieftian foaming at the mouth.
2. Thin, skeletal looking Orc, brooding in his cage.
3. Two goblins gnawing at their bars, who act together as one during combat.
4. Armored Dwarf with a nasty looking battle axe, tearing out at his own skin.

CAVERN #5:

This chamber is for holding prospective fighters. Many are slaves, chained along the walls awaiting their fate. 1d6 Guards can be found here at any given time.

Encounters:

1. Cowardly nobleman gambler; lost a bet to the cultists.
2. Downtrodden Dwarven merchant. Abducted by goblins and sold into slavery.
3. Zealot; this man offered to sacrifice himself to the

cause. Desires only to be worthy enough for sacrifice.

4. Lawful Cleric caught snooping around by the cultists and awaiting rescue.

CAVERN #6:

Storage room filled with gambling winnings, stolen equipment, and various food stuffs.

CAVERN #7:

Lair of the otherworldly being, which drips and oozes from the ceiling. Sacrifices are thrown alive into the murky pool below, and the cultists are rewarded for their faith the following morning.

Blessings of the Being:

1. Hair bristles that, when chewed, increases vitality beyond normal keen.
2. Viscous liquid whose fumes cause bloodlust.
3. Rancid smelling dust which causes paralyzation when inhaled.
4. A small, brilliant white orb that, when held, gives the user an unnatural clarity of vision.